

200

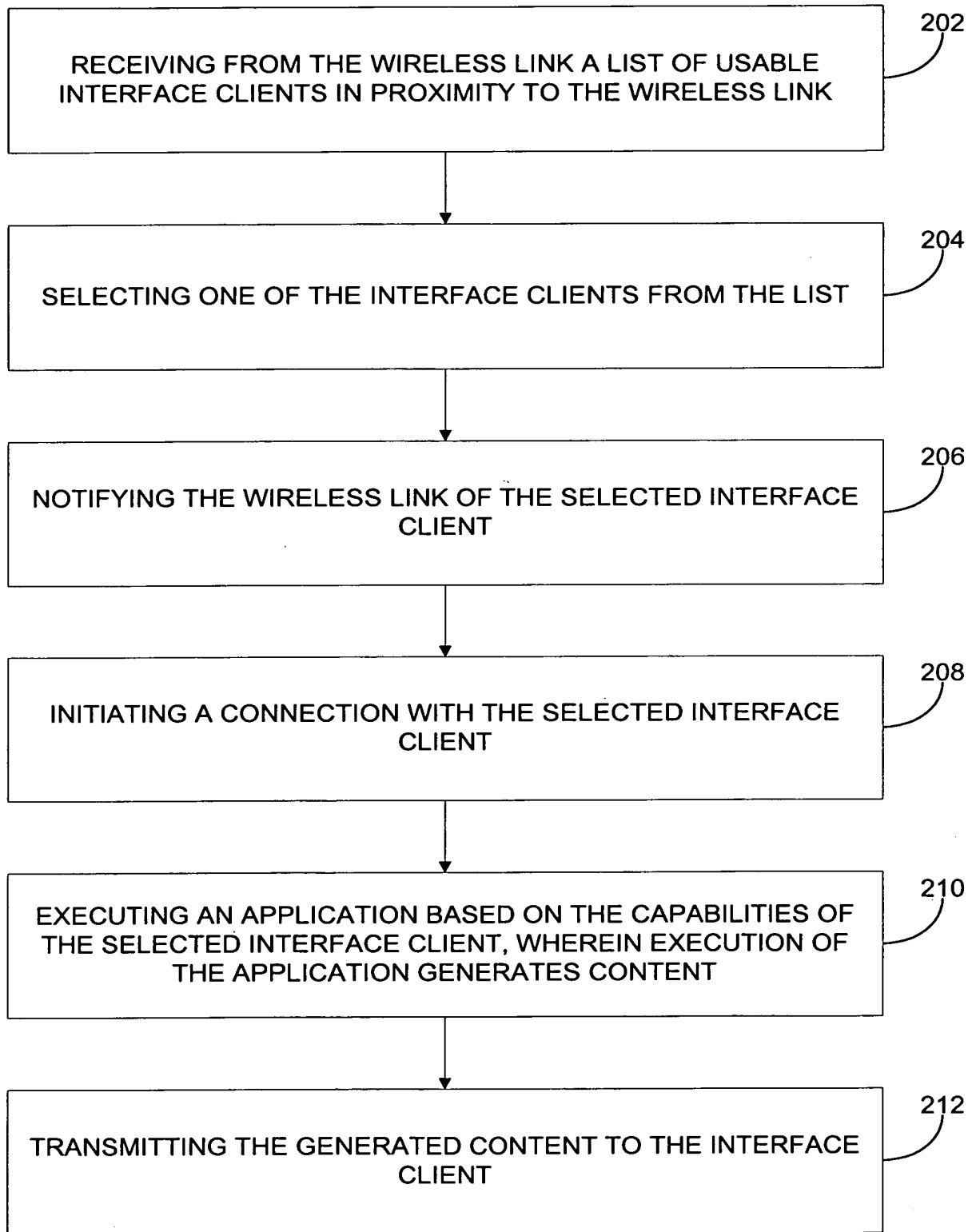


FIG. 2

300

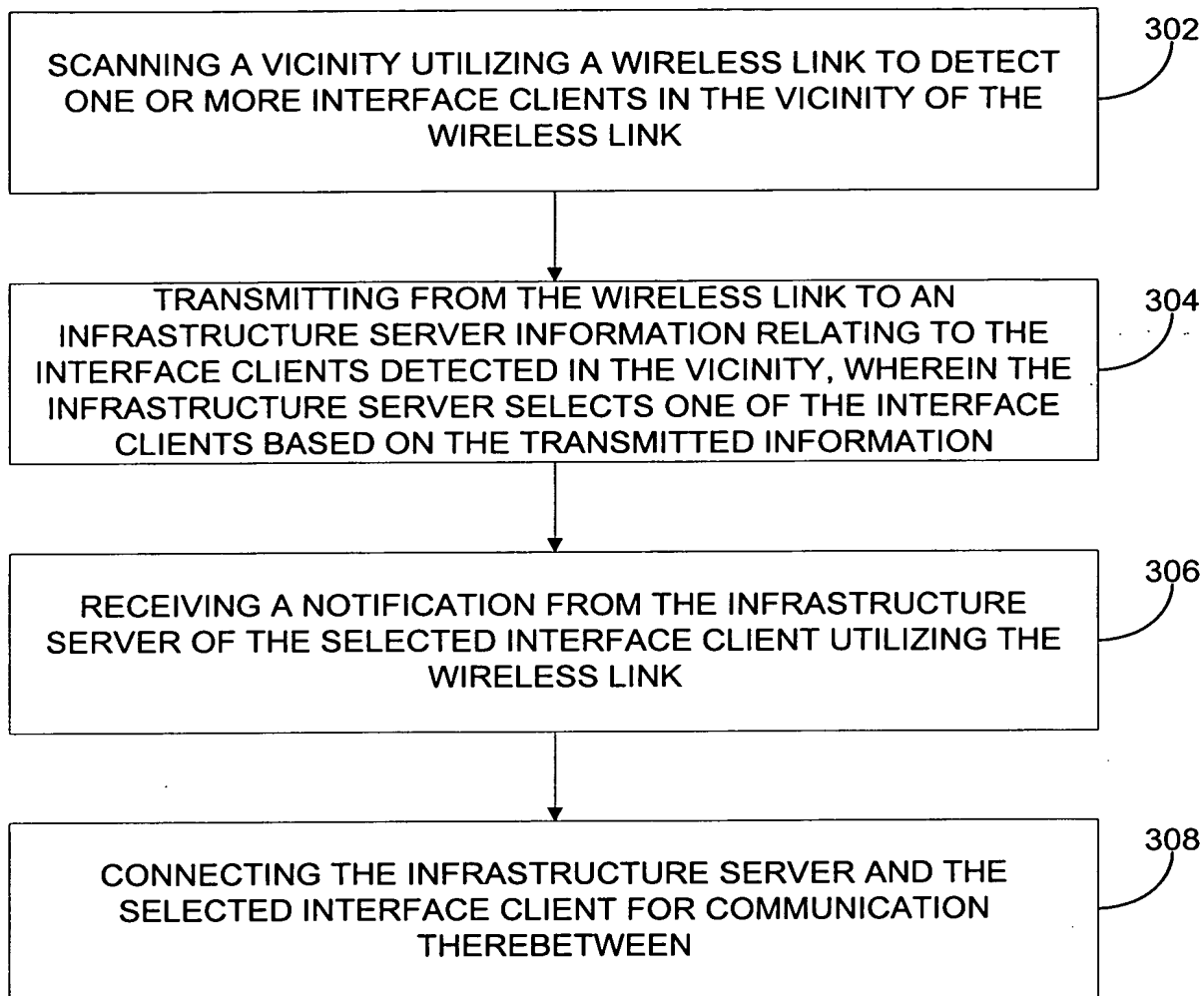


FIG. 3

400

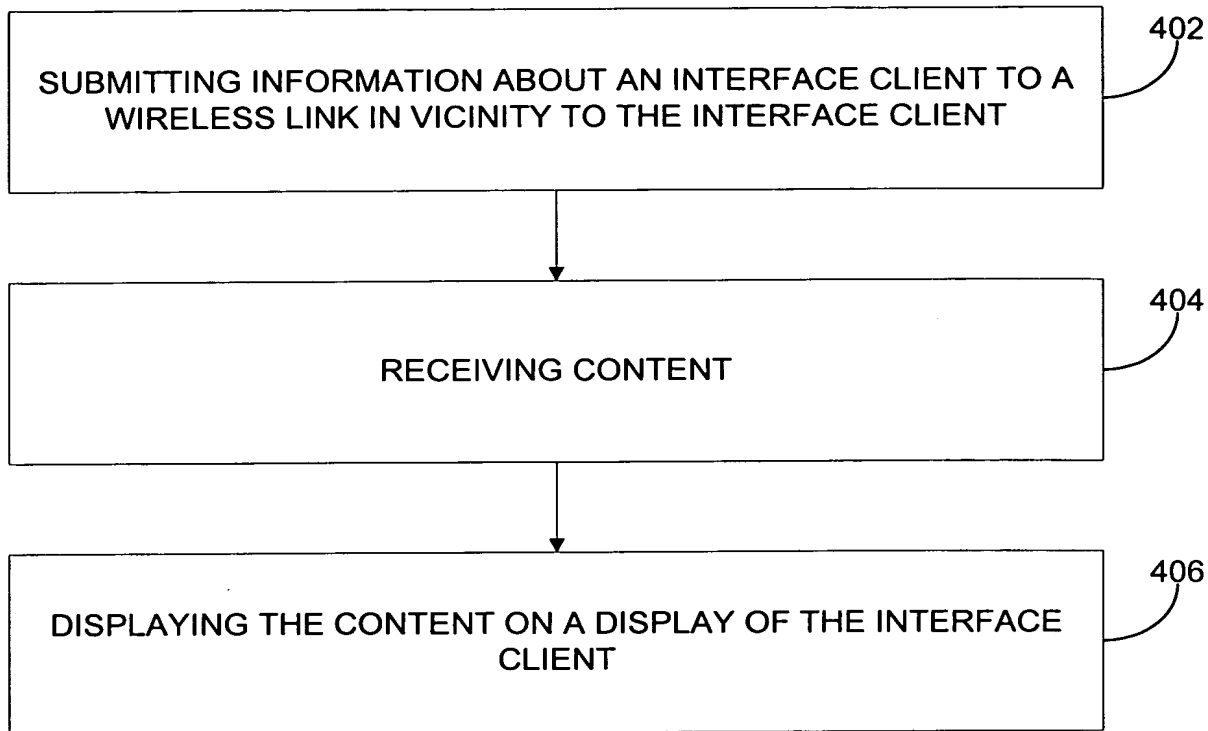


FIG. 4

FIG. 5 is a block diagram of a system 500. The system 500 includes an interface client 110, a "LitePoint" 102, an infrastructure 108, and an infrastructure server 104. The interface client 110 is connected to the "LitePoint" 102. The "LitePoint" 102 is connected to the infrastructure 108. The infrastructure 108 is connected to the infrastructure server 104.

500

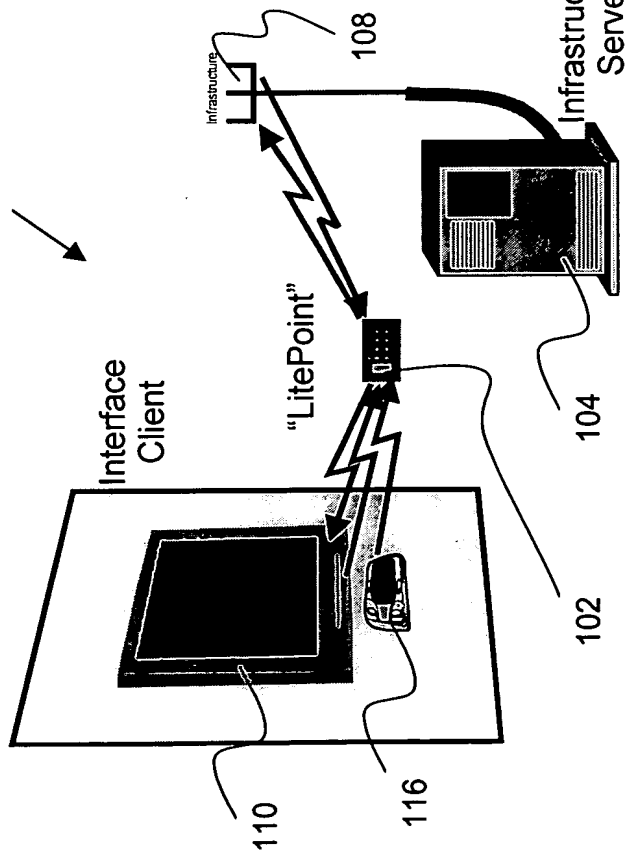


FIG. 5

700

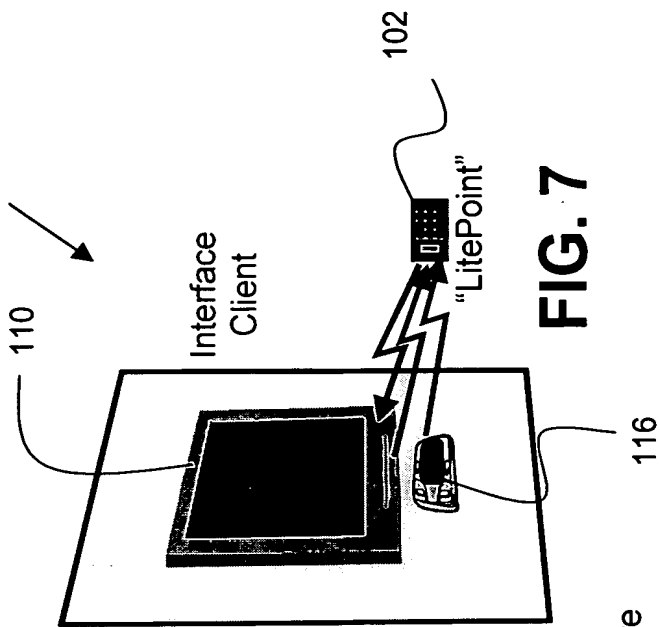


FIG. 7

800

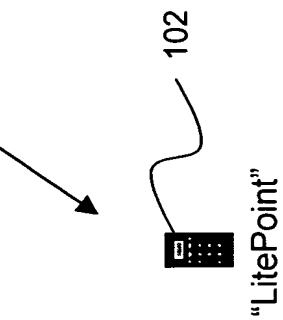


FIG. 8

600

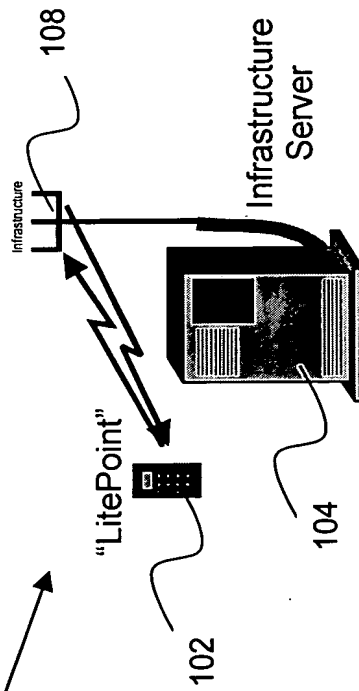


FIG. 6

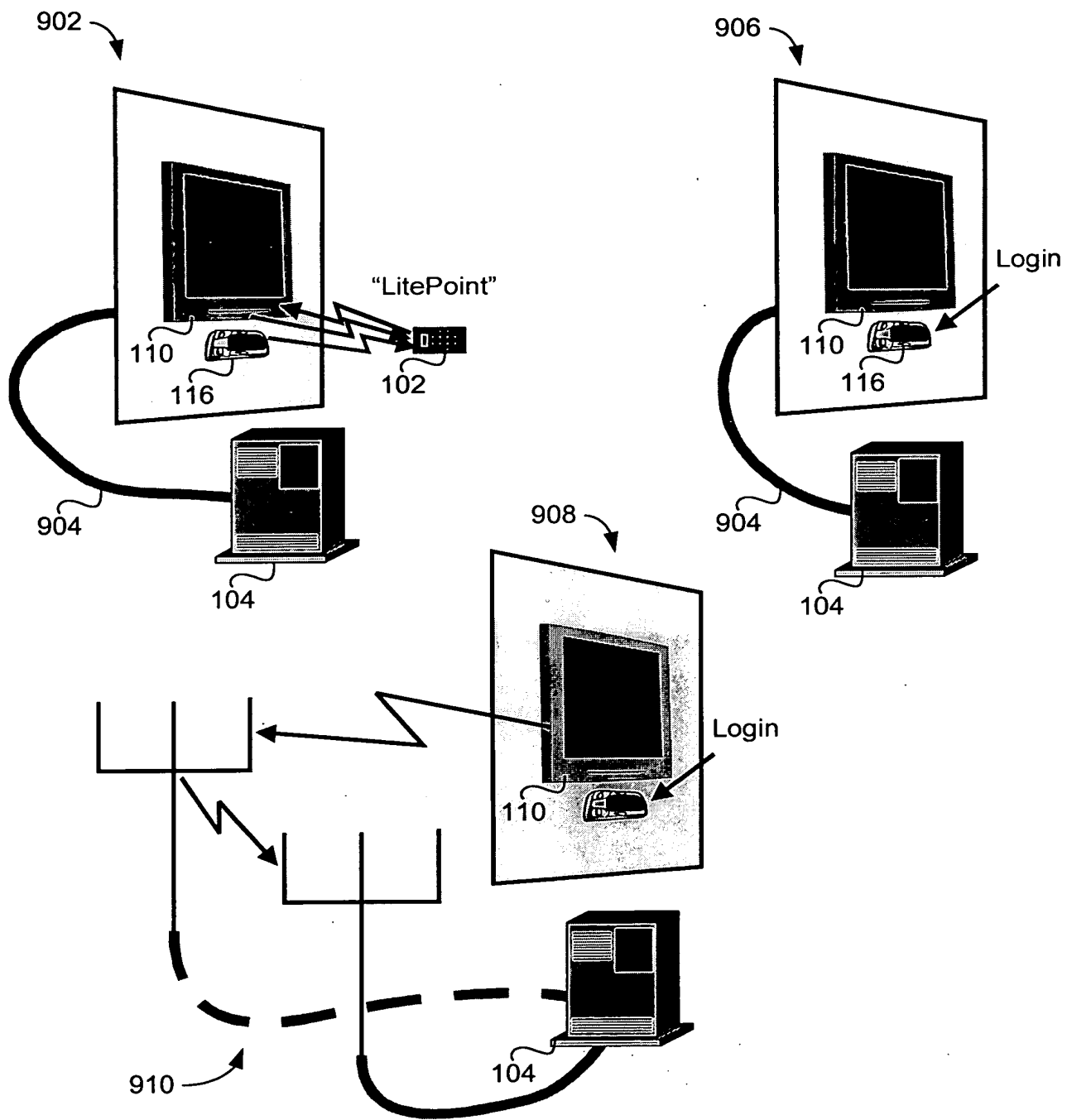


FIG. 9

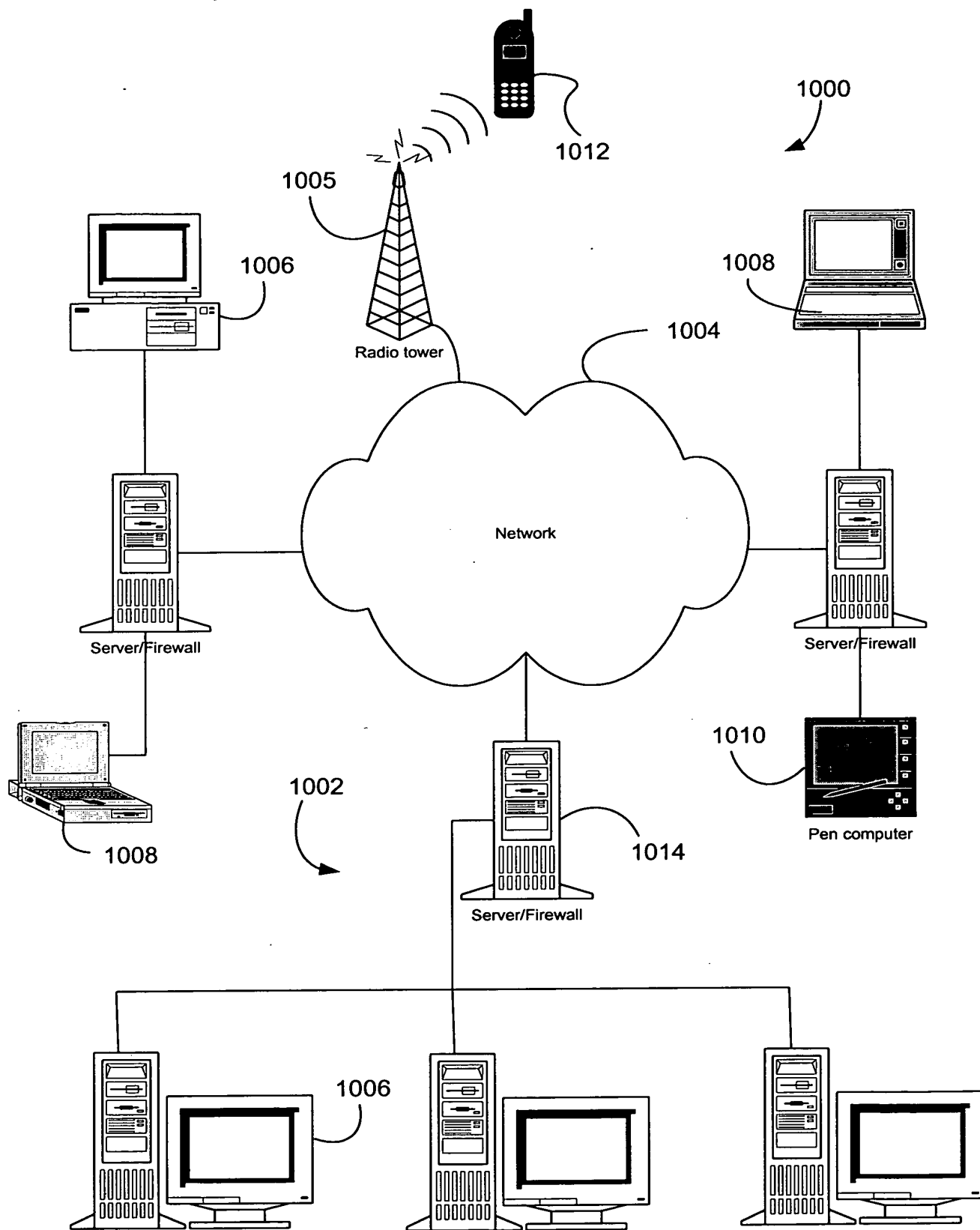


FIG. 10

FIG. 11 is a block diagram of a computer system 1100. The system 1100 includes a CPU 1110, ROM 1116, RAM 1114, and an I/O adapter 1118. The I/O adapter 1118 is connected to a network 1135 via a communication adapter 1134. The I/O adapter 1118 is also connected to a display adapter 1136, which is connected to a display 1138. The I/O adapter 1118 is further connected to a user interface adapter 1122, which is connected to a keyboard 1124, a mouse 1126, and a speaker 1128.

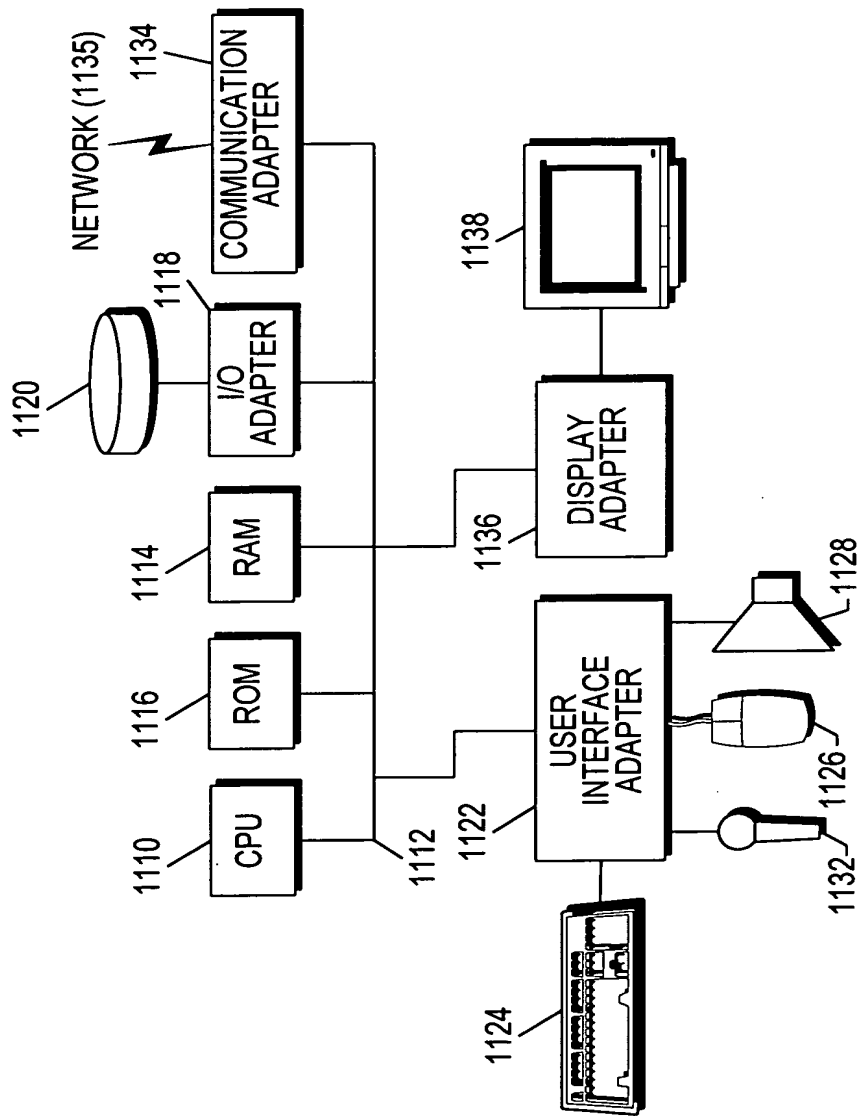


FIG. 11